



## AGD 244 – COMPUTER GENERATED GRAPHIC DESIGN II (3 CREDITS)

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### Course Description:

This course focuses on deepening knowledge of using computers to generate appropriate images for various graphic design projects relying on image-editing software. Adobe Photoshop will be studied for the purpose.

### Course Objectives

Upon completion of this course, students will be able to:

- Develop a working knowledge of the tools and technologies of certain Graphic Design practices, particularly the use the Adobe Photoshop software.
- Assess when and how technology should be used to execute Graphic Design projects demonstrating both technological skills and personal artistic vision
- Appreciate computer generated works of art

### Course Content:

This course will develop visual art concepts and techniques of digital imaging using the Adobe Photoshop software as a tool. Students will produce original work that reflects a high degree of individual expression. The goal of this approach is to facilitate the integration of technical ability with visual communication and creative artistic work. The course will consist of lectures, demonstrations, assignments, exams, projects, presentations, and critiques. In each class, both technical and aesthetic concepts will be introduced through lectures and demonstrations always building on previous class material. As assignments are completed, critiques will serve to strengthen technical skills and visualization.

No.	Topic	Quizzes/Exams	Projects	Tutorials
1	Getting Started with Photoshop			<ul style="list-style-type: none"><li>• Viewing the Photoshop Window</li><li>• Working with Palettes</li><li>• Opening Images</li><li>• Creating new Document</li><li>• Customizing the way you work, et</li></ul>
2	Mastering the Art of Selection			<ul style="list-style-type: none"><li>• Using the Rectangular and Elliptical Marquee Tools</li><li>• Using the Magic Wand, Lasso Marquee, Polygonal Lasso and Magnetic Lasso Tools</li><li>• Etc</li></ul>
3	Working with Layers	First Quiz		<ul style="list-style-type: none"><li>• Understanding the Layers Palette</li><li>• Creating a New Layer</li><li>• Selecting Layers</li><li>• Converting a Background into a Layer</li><li>• Moving Layers Between Documents</li><li>• Duplicating Layers, etc</li></ul>
4	Working with the History Palette			

5	Working with Adjustment Layers, Filters and Tools		<ul style="list-style-type: none"> <li>• Creating an Adjustment Layer</li> <li>• Creating Temporary Composite Image</li> <li>• Using Blending Modes and Opacity with Layers</li> <li>• Etc</li> </ul>
6	Understanding Colours and Channels	Second Quiz	<ul style="list-style-type: none"> <li>• Understanding the RGB, CMYK, Grayscale, Bitmap, etc, Colour Modes</li> <li>• Working with the Colour Palette</li> <li>• Working with Swatches Palette</li> <li>• Using the Variations, Levels, Curves, Match Colour, Selective colour, etc Adjustment commands.</li> </ul>
7	Using the Paint, Shape Drawing and Eraser Tools	First Project	<ul style="list-style-type: none"> <li>• Understanding Foreground and Background Colours</li> <li>• Modifying the Brushes Palette</li> <li>• Creating customized Brush Tips</li> <li>• Working with the Paintbrush, Airbrush, Pencil, Line, standard Shape, Paint Bucket, etc, Tools.</li> </ul>
8	Creating Layer and Channel Masks		<ul style="list-style-type: none"> <li>• Understanding the Role of Layer Masks</li> <li>• Creating a Layer Mask</li> <li>• Using Selections to Generate Complex Layer Masks</li> <li>• Using Layer Masks to Generate Soft Transparency</li> <li>• Blending Images with Layer Masks</li> <li>• Using Layer Mask to Create a Vignette</li> <li>• Creating Channel Masks from the Scratch</li> <li>• Etc</li> </ul>
9	Using the Paths Palette	Third Quiz	<ul style="list-style-type: none"> <li>• Understanding Vector and Raster Images</li> <li>• Converting a Selection into a Path</li> <li>• Working with Pen Tools</li> <li>• Adding and Deleting Anchor Points</li> <li>• Etc</li> </ul>
10	Working with Layer Styles	Second Project	<ul style="list-style-type: none"> <li>• Understanding Layer Styles</li> <li>• Adding a Layer Style, e.g., Drop Shadow, Bevel and Emboss, Colour Overlay, Stroke Layer Style, Outer Glow, Inner Glow, etc.</li> </ul>
11	Getting Creative with Type		<ul style="list-style-type: none"> <li>• Using the Standard Type Tools</li> <li>• Working with the Character Palette</li> <li>• Using the Warp Text Option</li> <li>• Using the Rasterize Type Command, etc</li> </ul>
12	Manipulating Images with Filters		<ul style="list-style-type: none"> <li>• Working with the Filter Gallery</li> <li>• Applying Multiple Filters to an Image</li> <li>• Working with Liquify Tool Options, etc</li> </ul>
13	Roundup		•
14		End of Semester Examination	Final Project

#### Required Text

Anderson, A & Johnson, S. (2006). *Adobe Photoshop CS2 – What You Need to Know and How to Do it*. Harlow: Pearson Education Limited

#### Required Supplies:

- A computer
- A (not less than) 1GB capacity flash drive

## References

1. deGraft-Yankson, P (2006). *A Basic Handbook on ICT for Visual Art*. Accra: Black Mask Ltd
2. Evening, Martin (2000) *Adobe Photoshop 7.0 for Photographers*: Focal Press
3. Mealing, Stuart (1997) *Computers and Art*. Exeter: Intellect Books
4. Pite, Stephen (200) *The Digital Designer*. New York: Thomson Delmar Learning
5. Wands, Bruce (2002) *Digital Creativity: Techniques for Digital Media and the Internet*. New York: John Wiley and Sons
6. *Photoshop CS3 for Windows & Macintosh: Visual Quickstart Guide*  
by Elaine Weinmann and Peter Lourekas
7. *Adobe Photoshop CS3 Studio Techniques* by Ben Willmore
8. *Design Basics* by David Lauer, Stephen Pentak
9. *Prebles' Artforms: An Introduction to the Visual Arts*  
Patrick Frank